Jason Lee 1:1 Computing Pilot

Description: Pilot the use of 1:1 computer/student with laptops and education/productivity software to include Cognite, Expert 21, Open Office and Smart Synch in order to explore the measureable and observable impact on student achievement and engagement within the technology enabled classroom. The pilot will also consider the impact of 1:1 computing on teacher productivity, instructional strategies, and communication. In addition, in order to fully explore the benefits of technology-enabled extended learning in Vancouver Public Schools, different solutions for providing at-home wireless access will be identified and evaluated through the pilot.

Goals	Inputs (Resources)	Activities	Outputs	Outcomes

▪ Instruction: Increased use of individualized instruction
▪ Communication: Improved communication between students, teachers, and parents
▪ Learning: Growth in reading and writing
▪ Student Performance: Increased student engagement and accountability
	▪ Teacher, principal and district commitments
	▪ Training from Follett
	▪ District technology resources to include:
	  o Cognite Server/ Class List maint.
	▪ Classroom technology to include:
	  o Wireless Laptop for each student (3 classrooms)
	  o Laptop applications to include Cognite, Expert 21, Open Office, Smart Synch, Google Earth
	▪ Technology support from building TA and ITS
	▪ Classroom integration support from Curriculum and ITS
	▪ Student/parent survey
		▪ Develop implementation model, site planning, and technology specifications
		▪ Secure commitments from principal, teachers and district staff
		▪ Develop data collection tools and timelines
		▪ Order and install hardware/software
		▪ Implement ongoing parent awareness activities
		▪ Conduct initial and ongoing professional development
		▪ Secure commitments for short, mid, and long-term goals
		▪ Collect, analyze and report results
		▪ Assist teachers with tech integration planning within class curriculum
		▪ Timely follow-up support in response to tech issues
			▪ Pilot evaluation w/ recommendation for key components of 1:1 laptop program
			▪ Lessons Learned documentation
			▪ Recommendations for policy, resources, support and training for the 1:1 classroom
			▪ Shareable lesson plans incorporating tech integration
				Early and mid-term outcomes:
				
				▪ Increased integration of technology in teaching and learning
				▪ Increased access to learning plans and resources through the student portal
				▪ Increased opportunities for personalized learning using 1:1 devices
				▪ Increased student engagement and responsibility for learning
				
				Long-term outcome:
				▪ Increased student achievement

Indicators (Measures):

Instruction: Anecdotal collection of records relating integration of individualized instruction; student survey
Communication: Teacher/Student/Parent survey and focus group
Learning: SRI and MAP Reading Assessments; GPA; 6 trait writing scores on for district writing prompts; Teacher/student survey
Student Performance: Attendance; CBA - Percent completed (Social Studies); Teacher/Student/Parent Survey

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Pilot Rationale:

- Connects to Design II goals to provide 21st Century Learning Environments

- Provides opportunity to explore benefits and unknowns of 1:1 computing environment

- Provides capacity for curricular integration of resources outside of those purchased for the classroom

- A recent (June 2010) article in eSchool News highlighting factors in the success of educational technology noted that, when well-implemented, one-to-one computing programs can have a big impact on student achievement. The study found fewer discipline problems, lower dropout rates, and higher rates of college attendance as a result of successful one-to-one programs. For more information, see http://www.eschoolnews.com/2010/06/28/survey-reveals-factors-in-ed-tech-success/?ast=48

Pilot Costs and Funding Sources: Basic Education (itemized cost break-down available in attachment)

Glossary:

Cognite: A "student portal" application that transforms the way teachers teach and students learn. Teachers, administrators, librarians, students and parents can use Cognite as:

- A digital discovery and retrieval tool that lets students search from many sources
- A collaborative learning environment in which to meet, share and learn, anywhere, anytime
- A digital space that provides access to and sharing of learning resources and content
- A communication and messaging tool that keeps everyone connected
- An easy way for parents, educators and students stay in touch

    For more information, visit http://www.follettsoftware.com

Open Office: Open source (free) software suite for creating documents (Word), spreadsheets (Excel), and presentations (PowerPoint)

Smart Synch: Classroom management software, which provides teachers with the ability to control, share, and manage student laptops

Expert 21 – Scholastic Language Arts software designed to accelerate students in grades 6-9 from basic to proficient and beyond, so they are prepared with the literacy expertise to thrive in the 21st century. The program includes:

- Explicit instruction in and application of 21st century skills students will use in college, career, and life.
- Content that students *want* to read because it's relevant and contemporary
- Content that integrates English language arts and interdisciplinary content area literacy.
- Expert Space, the first Digital Curriculum and Toolkit for the 21st Century
- Inquiry-based learning that helps students build and question understanding and knowledge of the world in which they live, learn and work
- For more information, visit http://teacher.scholastic.com/products/expert21/index.html